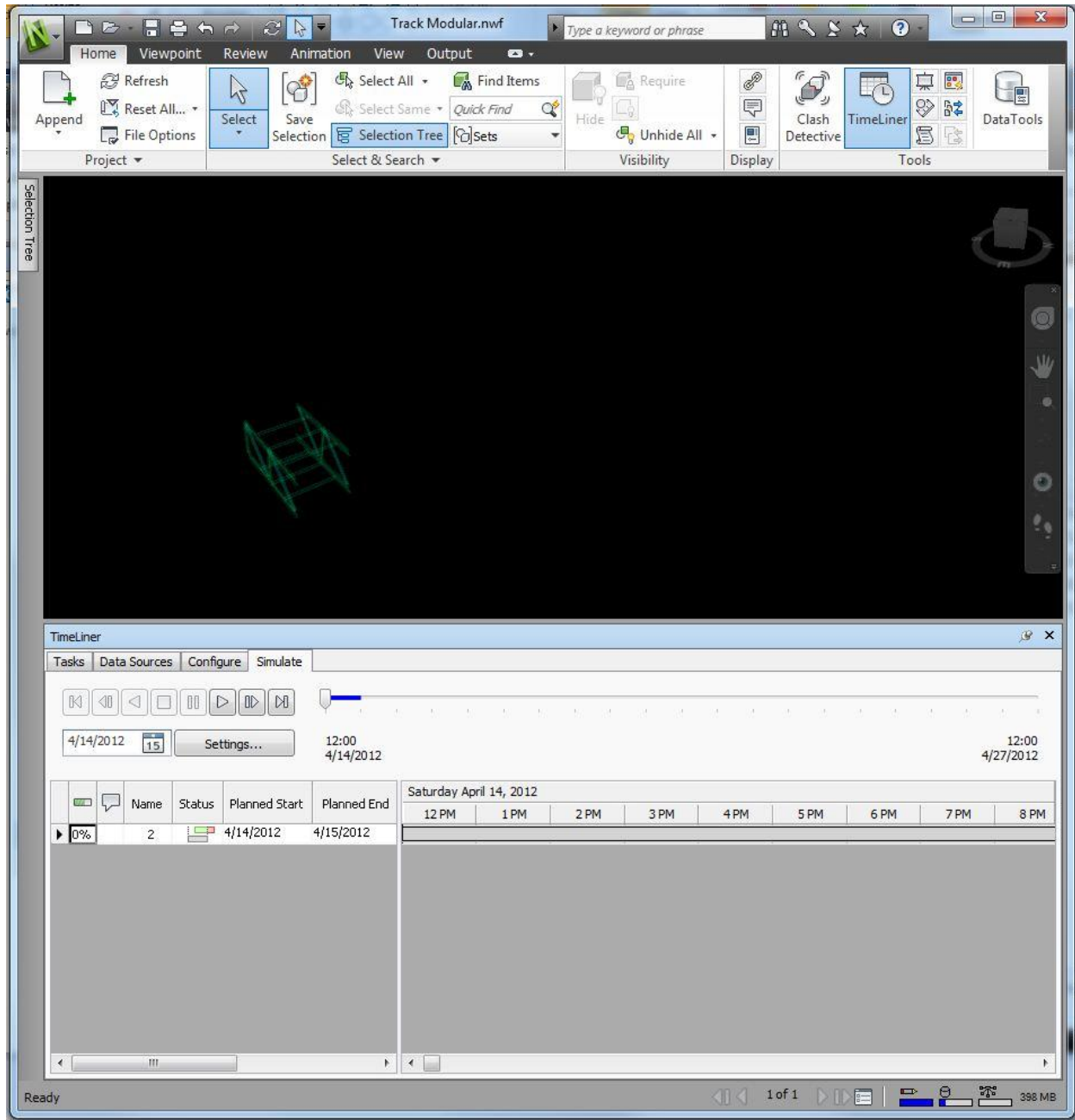


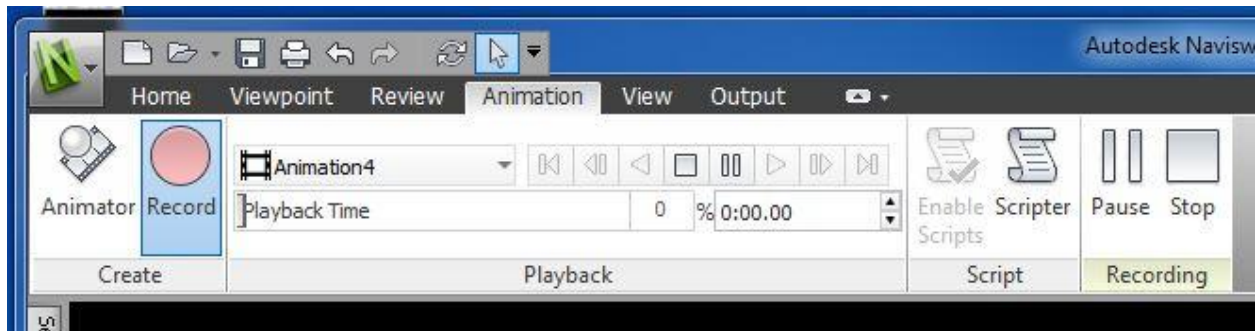
## Recording & Exporting a Simulation/Animation in Navisworks

When all desired objects/sets are linked to a schedule, and a TimeLiner simulation is ready, follow these steps to record an animation.

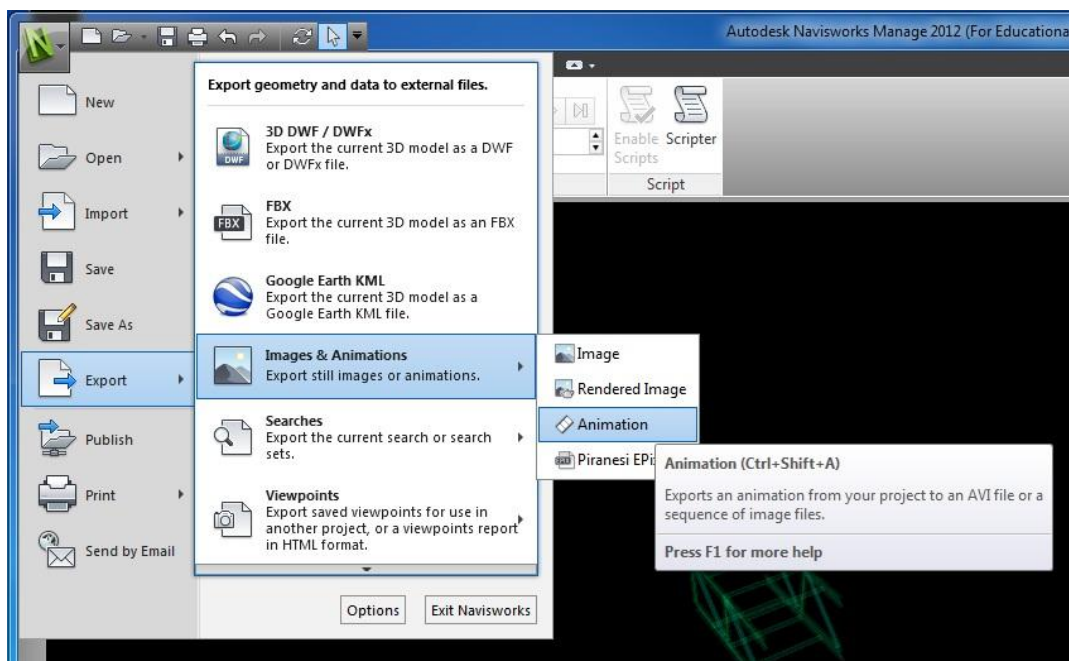
1. In the *TimeLiner* window, click on the *Simulate* tab. Make sure the progress bar is at the beginning.



2. Next, select the *Animation* tab at the ribbon at the top of the page.
  3. Click the red *Record* button, and then quickly the *Play* button in the *TimeLiner Simulation* tab.
- Once the simulation is complete, click the *Stop* button in the *Animation* tab.
- a. During the simulation, you can either move around on the screen using the orbit tool, or click on pre-set viewports throughout the simulation. These movements will be recorded.



4. You will see that a name such as “Animation4” will appear in a bar to the right of the red **Record** button. This is the animation that was just created. If multiple animations are run, by clicking the drop down arrow, you can select which animation you’d like to use/export.
5. To export the animation, click the *Navisworks* application button at the top left of the screen.
6. Go to *Export, Images & Animations*, and select *Animation*. Remember, the animation that is currently selected in the *Animation* tab is what will export.



7. In the Source section, click the drop down menu and select *TimeLiner Simulation*.
  - a. Note: if *Current Animation* is selected, only the movements you made using the orbit tool or viewports will be recorded (not the actual simulation).
8. In the Renderer section, make sure *OpenGL* is selected.
9. In the Output section, select Windows AVI
  - a. Recommended: by selecting the *Options* tab you can edit the compressor for the video. That is, you can compress the file size that will be produced.
10. In the Size section, you can adjust the width and height of the video to be produced.
11. In the Options section, you can adjust the FPS (frames per second) and the anti-aliasing.
  - a. Anti-aliasing is used to smooth out the rough edges in the video. The higher it is, the smoother the edges.

